



# WRATH UNLEASHED™



## ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms including: light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause a loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- and rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

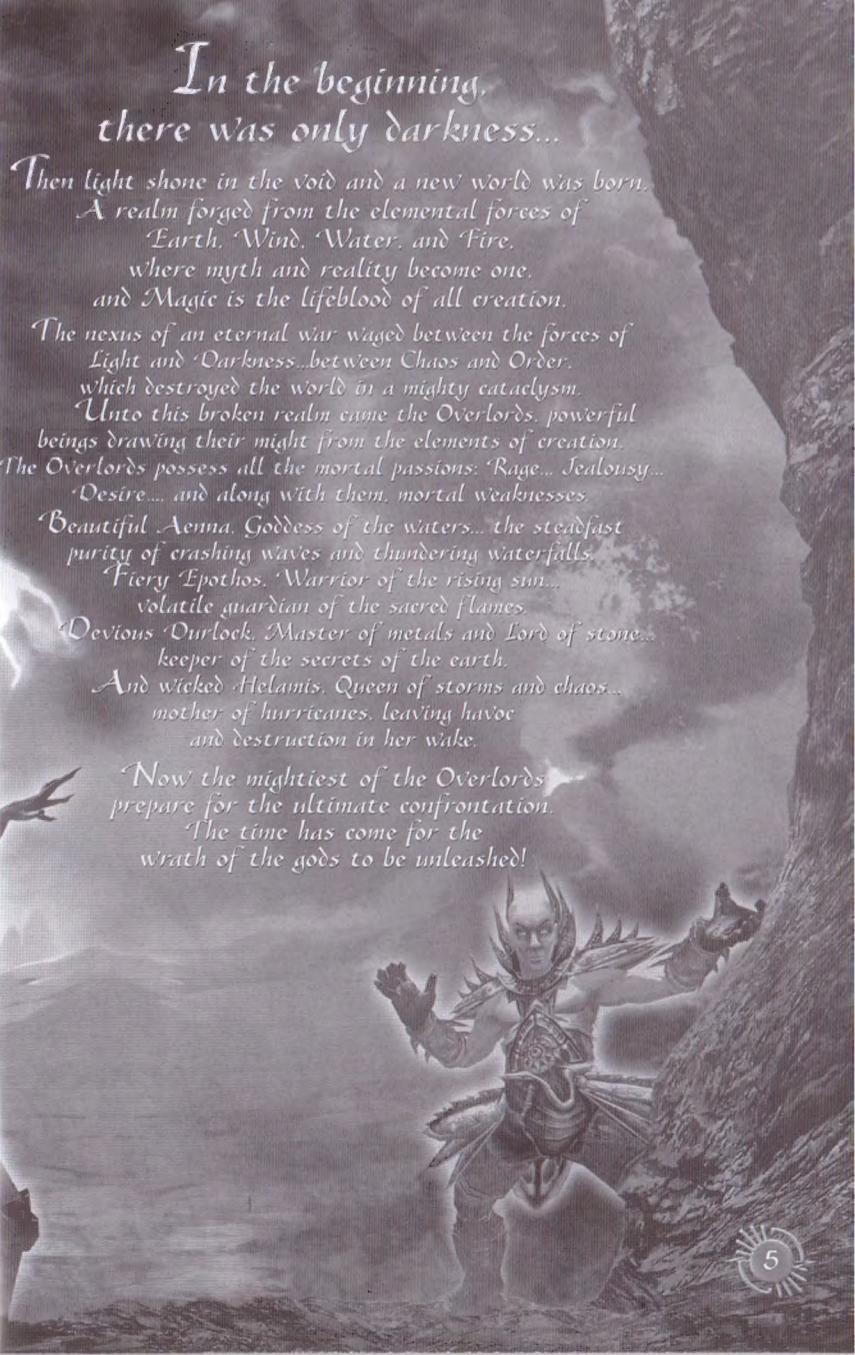
The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

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# In the beginning, there was only darkness...

Then light shone in the void and a new world was born.  
A realm forged from the elemental forces of  
Earth, Wind, Water, and Fire,  
where myth and reality become one,  
and Magic is the lifeblood of all creation.

The nexus of an eternal war waged between the forces of  
Light and Darkness...between Chaos and Order,  
which destroyed the world in a mighty cataclysm.  
Unto this broken realm came the Overlords, powerful  
beings drawing their might from the elements of creation.  
The Overlords possess all the mortal passions: Rage... Jealousy...  
Desire... and along with them, mortal weaknesses.

Beautiful Aenna, Goddess of the waters... the steadfast  
purity of crashing waves and thundering waterfalls.  
Fiery Epothos, Warrior of the rising sun...  
volatile guardian of the sacred flames.  
Devious Durlock, Master of metals and Lord of stone...  
keeper of the secrets of the earth.  
And wicked Helanis, Queen of storms and chaos...  
mother of hurricanes, leaving havoc  
and destruction in her wake.

Now the mightiest of the Overlords  
prepare for the ultimate confrontation.  
The time has come for the  
wrath of the gods to be unleashed!

# SETUP

## USING THE XBOX VIDEO GAME SYSTEM

- 1 Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
- 2 Press the power button and the status indicator light will light up.
- 3 Press the eject button and the disc tray will open.
- 4 Place the Wrath Unleashed™ disc on the disc tray with the label facing up and close the disc tray.
- 5 Follow onscreen instructions and refer to this manual for more information about playing Wrath Unleashed.

## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

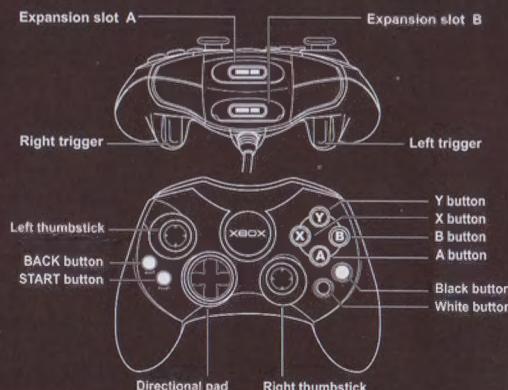
To avoid damage to discs or the disc drive:

- 1 Insert only Xbox-compatible discs into the disc drive.
- 2 Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- 3 Do not leave a disc in the Xbox console for extended periods when not in use.
- 4 Do not move the Xbox console while the power is on and a disc is inserted.
- 5 Do not apply labels, stickers, or other foreign objects to discs.

# CONTROLS

## USING THE XBOX CONTROLLER

- 1 Insert the Xbox controller into any controller port of the Xbox console.
- 2 Use the hard disk if you wish to save your progress.
- 3 Follow onscreen instructions and refer to this manual for more information about using the Xbox controller to play Wrath Unleashed.



# BASIC GAME CONTROLS

## WORLD MAP CONTROLS

- START BUTTON**  
Pause/access options
- DIRECTIONAL PAD**  
Press in any direction to move camera and cursor; press to move selected character
- LEFT THUMBSTICK**  
Press in any direction to move camera and cursor; press to move selected character
- RIGHT THUMBSTICK**  
Press to move the camera
- RIGHT TRIGGER**  
Zoom camera in
- LEFT TRIGGER**  
Zoom camera out
- Y BUTTON**  
Toggles the Help Menu
- B BUTTON**  
Cancel action/exit Help Menu
- A BUTTON**  
Select highlighted creature
- X BUTTON**  
Use Gates
- WHITE BUTTON**  
Pass turn
- BLACK BUTTON**  
Toggles the top-down map

## ARENA CONTROLS

- START BUTTON**  
Pause/resume
- LEFT THUMBSTICK**  
Press in any direction to move creature
- RIGHT TRIGGER**  
Block/strafe
- LEFT TRIGGER**  
Special magic attack
- Y BUTTON**  
Heavy magic attack
- B BUTTON**  
Light magic attack
- A BUTTON**  
Light melee attack
- X BUTTON**  
Heavy melee attack

## TOP-DOWN MAP CONTROLS

- START BUTTON**  
Pause/access options
- LEFT THUMBSTICK**  
Move cursor
- DIRECTIONAL PAD**  
Move cursor
- RIGHT TRIGGER**  
Zoom in camera
- BLACK BUTTON**  
Toggles World Map mode
- Y BUTTON**  
Toggles the Help Menu
- B BUTTON**  
Toggles World Map mode
- A BUTTON**  
Select highlighted creature and switch back to the World Map
- X BUTTON**  
After selecting a hex, press to see creatures within attack range

# PLAYING THE GAME



**W**rath Unleashed provides numerous play options: Battles, Versus, Team Fighter and Campaign. While each option provides unique challenges, there are two distinct gameplay modes within **Wrath Unleashed**: waging war on the World Map and fighting tooth-and-claw during arena combat.

On the World Map, players take turns moving their army of creatures in a bid to seize key structures, attack

the enemy or cast powerful magic spells (see World Map, page 16).

In arena combat, two creatures fight to the death using melee and magical attacks (see Arena Combat, page 24).

To save your progress in **Wrath Unleashed**, make sure you create a profile before playing. Select Profiles from the Main Menu, create a New Profile, and then save it to the hard disk or memory unit. You can play **Wrath Unleashed** without a profile, but you won't be able to save any games or custom armies. After a profile is created, select the type of game you want to play from the Main Menu.

## WAR GAMES

**C**hoose WAR GAMES to play individual battles, single-player campaigns, the tutorial mission, or to load a saved game or build custom army sets.

### BATTLE

Select BATTLE to pit yourself against other players (AI or Human) on a map of your choosing.

• **Number of Players:** Determine the number of players.

• **Realm:** Select the realm for each player.

• **Type:** Select whether the player is Human or AI controlled (you can also choose the difficulty level of the AI player).

• **Army Size Limit:** Determines the number of points you can spend on creatures in your army (for creating custom armies).

• **Team Setup:** Use this option to choose teams (for 3- and 4-player games only).

• **Edit Profiles and Armies:** Access the Battle/Select Options menu to:

~ Load or create profiles

~ Load or create custom armies.

• **Modify Rules:** Select from the following to adjust rules and options for the game:

~ **Turn Limit:** Select a predetermined limit of turns for your game. When the turn limit is reached, the game ends and the player with the most Temple points wins.

~ **Turn Timer:** Select a time limit to make a move on the World Map. When the turn limit is passed, the player loses their turn.

~ **Arena Timer:** Select a time limit for arena combat. If the limit is passed and the creatures are still alive, "Sudden Death" occurs—bolts rain down from the sky until one or both creatures are killed.

~ **Mana:** Choose the rate of Mana accumulation.

~ **Arena Combat:** Choose to play all battles in arena combat, to play battles in arena combat only when human players are involved (Human vs. Human OR Human vs. AI), or automatically resolve all battles without going into arena combat. The last option determines the winner based on rank, current health and terrain.

~ **Overlord Killed:** The "Player Out" option means a player loses as soon as his/her Overlord is killed. The "Player In" option means a player will stay in the game even if the Overlord is killed, and the game must be won through other means, such as Temple point capture or the defeat of all creatures on a team.

Next, select OK to access the Battle/Select Map screen to choose a map from the available list. Information for each map can be seen on the lower-left corner of the screen:

~ Number of Players

~ Difficulty

~ Temple Total: Total number of Temple points available.

~ Need to Win: Total number of Temple points needed to win.

Once a map is chosen, select

BRIEFING to view a synopsis of the map. Choose START GAME to play.



## CAMPAIGN

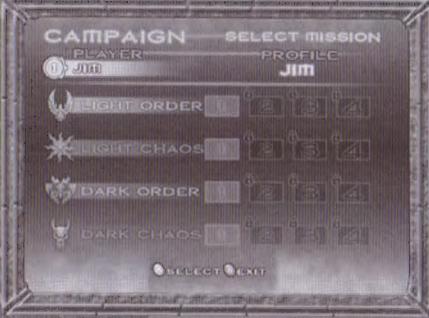
Select CAMPAIGN to play single-player campaign missions. Choose between the four different realms:

• **LIGHT ORDER:** Play as the Light Order Demigod Aenna.

• **LIGHT CHAOS:** Play as the Light Chaos Demigod Epothos.

• **DARK ORDER:** Play as the Dark Order Demigod Durlock.

• **DARK CHAOS:** Play as the Dark Chaos Demigod Helamis.



Each realm contains four missions. Completing a mission unlocks the next mission in the realm.

As you play deeper into a realm's missions, they become more difficult. Furthermore, the difficulty between realms becomes more challenging. For example, the Light Order realm is easier than the Light Chaos realm, which is easier than the Dark Order realm, and so on.

Once a realm and a mission are selected, you are taken to the Campaign/Overview screen to view the map for the upcoming battle. You can also choose to review the following:

- ~ **Objectives:** Preview features and objectives special to this mission.
- ~ **Briefing:** Select to read the story for this mission.
- ~ **Start Game:** Select to begin gameplay.

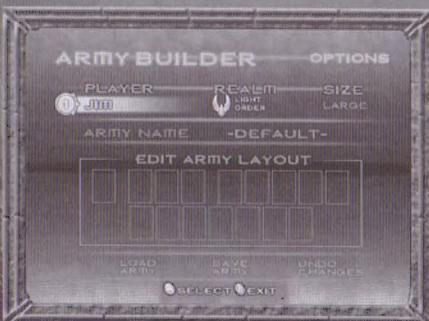


## TUTORIAL

Select TUTORIAL to begin the in-game tutorial that will teach you the basics.

## LOAD GAME

Select to load a previously saved battle (multiplayer game) or a previously saved campaign mission (single-player game).



## ARMY BUILDER

Select Army Builder to create a custom army and choose the type and number of creatures you want, provided you don't exceed the amount for any particular class (see the chart on the following page for class limitations). You are provided the following options:

- ~ Choose Army Realm
- ~ Choose Army Name
- ~ Choose Army Size: This determines the maximum number of creatures in your army and the number of points you can spend on creatures.

~ **Edit Army Layout:** Takes you to the Army Builder/Edit Layout screen where you can build your army:

- ~ First, select a creature using the left thumbstick or directional pad, and then press the A BUTTON.
- ~ To delete individual units, press the X BUTTON.
- ~ "Max Units" means you can no longer add that creature type.
- ~ Points to spend on creatures are given based on army size:

**SMALL**      20 points

**MEDIUM**    30 points

**LARGE**     40 points

Class limits are set on all creature types:

CLASS	MAXIMUM IN ARMY
OVERLORD (DEMI-GOD, GOD)	1 (REQUIRED)
CHAMPION (DEMON, DRAGON, OGRE MAGE, ETC.)	3
WARRIOR (GENIE, GIANTESS, DJINN, SPIRIT ARMOR)	5
SENTINELS (CENTAUR, UNICORN, CENTABRA, DARK UNICORN)	7

### Example Army: Medium Light Order

You begin with 30 points. First, you must select an Overlord, which costs 8 points. That leaves you with 22 points (even though you have enough points remaining, you can only select one Overlord for your army). Next, you choose 7 Centaurs (each costing 1 point), which is the maximum number of Sentinel-class characters you can have, leaving you with 15 points to spend. You feel you need a backup spell-caster so you decide to select a Juggernaut, which costs 6 points, leaving you with 9 points left to spend. You now choose to round out the remainder of your army with four Genies, which costs 8 points, leaving you with 1 point left over. Since you selected the maximum number of Sentinel-class characters (in this case, Centaurs), there are no other creatures available. Now save your army and test it in battle.



## VERSUS

Choose VERSUS to play arena combat only against another player, Human or AI.

### TYPE OF PLAYER

Determine whether each player is Human or AI controlled. You can also choose the AI difficulty level.

### WINS NEEDED

Select the number of rounds needed to win (from 1 to 5 or unlimited).



### ARENA TIMER

Turns the timer on or off. If a time limit is chosen and no player has won when time expires, "Sudden Death" occurs and bolts rain down, damaging both players. The first player to die loses.

#### SELECT CREATURES

After setting the Arena Timer, select OK to access the creature-selection screen. Starting with player one, press the left thumbstick or directional pad left/right/up/down to choose the Order/creature you wish to battle with, and then press the A BUTTON. Player two will then be able to select their Order/creature in the same manner once player one is finished.

After each player has selected a creature, player one chooses an available realm to battle in by pressing the left thumbstick or directional pad left/right/up/down, and then confirming the selection by pressing the A BUTTON. Select BEGIN BATTLE to engage in combat. Note: In the lower-right corner of each arena there are icons designating which Order or Orders have the advantage in battle. Some arenas grant advantages to more than one Order, while some arenas are considered neutral and grant no advantage to either team.

## TEAM FIGHTER

Team Fighter is a variation of Versus where both players create a team of creatures and pit them against each other in a series of arena duels. Play continues until one player's team is completely wiped out.

### TEAM SIZE

Select the team size for each player.

### RANK LIMIT

If turned off, more than the usual limit of creatures can be chosen for each rank type, provided the player has enough points.

### ARENA SELECT

Choose how arenas are selected during the game.

- RANDOM randomly selects a different arena for each duel.
- WINNER ADV selects an arena that is advantageous to the winner of the previous duel.
- NEUTRAL selects an arena that provides no advantage to either side.
- LOSER ADV selects an arena advantageous to the loser of the previous duel.

### ARENA TIMER

Select the time limit for each battle, and then press the A BUTTON to confirm. This takes you to the Team Fighter selection screen where you can build your team.

### BUILD TEAM

Each player is free to spend their points on any available creature, provided they have points remaining and haven't exceeded the rank limit (unless the rank limit has been turned off). For example, although a player may have enough points to pick 10 Centaurs, he/she is limited to a maximum of 7, based on the set allowance for the Sentinel class.



#### POINTS PER TEAM SIZE:

SMALL	5 points
MEDIUM	10 points
LARGE	20 points

#### CLASS LIMITS:

OVERLORD	1 max on a team
CHAMPIONS	3 max on a team
WARRIORS	5 max on a team
SENTINELS	7 max on a team

You are also limited to a maximum number of 12 creatures on a team, even if you still have unused points. If you want to remove a creature from your team, press the X BUTTON to deselect the creature. Press OK when ready. This takes you to the Team Fighter order screen.

Both players now choose the creatures from their chosen armies that they wish to battle with in the arena. When the duel is finished, players return to this screen, where the loser can choose the next creature from his or her team.

## PROFILES

### NEW PROFILE

Create a new profile.

### LOAD PROFILE

Load a previously saved profile.

### BATTLE RECORD

Find information and statistics on:

- War data
- Arena data
- Medals for the currently loaded profile



## OPTIONS

### CONTROLS

Select between different controller configurations, turn controller vibration on or off, and choose between Preset or Free camera modes on the World Map.

### VIDEO

**Brightness:** Adjust the brightness level.

**Creature Pedestals:** Turns pedestals on or off on the World Map. When Auto is selected, the game decides when to turn them on.

**Creature Portraits:** Turns creature portraits on/off.

**Subtitles:** Turns subtitles on/off.

### AUDIO

**Effects Volume:** Use this slider to adjust the volume of explosion, magic, and other ambient in-game sound effects.

**Music Volume:** Change the volume of the music that plays during the game.

**Speech Volume:** The volume of voices can be modified with this slider.

## BONUS GALLERY

Earn bonus medals to unlock and view concept art of the awesome and fantastic creatures from *Wrath Unleashed*.

## CREDITS

View the names of all the talented people who created *Wrath Unleashed*.

## GAME REFERENCE

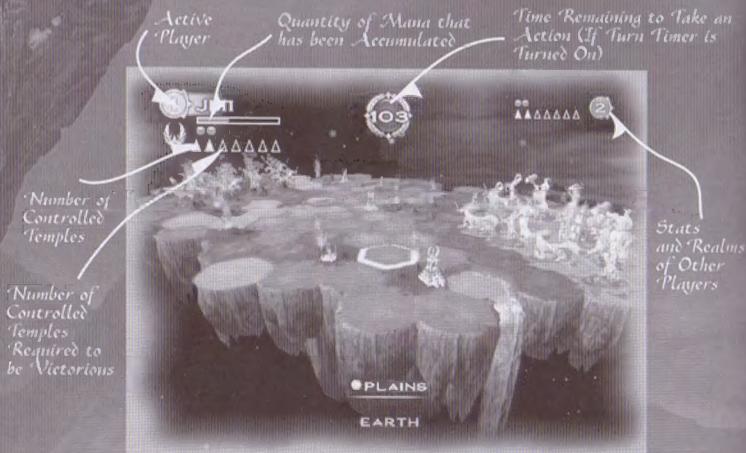
In battle games and campaign missions, an extensive Help menu is always available on the World Map. The Help menu is an important guide to information about creatures, structures, spells, and terrain types. Be certain to consult it frequently in your battles as a thorough understanding of *Wrath Unleashed* will help lead you to victory.

To activate the Help menu in the World Map mode, press the Y BUTTON, and then press the A BUTTON.



# THE WORLD MAP

The World Map represents the land that the Overlords are fighting to dominate. Here, players devise cunning strategies, cast crucial magic spells and move creatures into favorable spots for battle. The main objective in the World Map is to win by capturing a specified number of Temple points, which are determined in the objectives screen, or by defeating the enemy Overlord.



## MOVEMENT RANGE



When you select a creature, a region of the World Map is outlined. The area within this region represents the creature's movement range. The selected creature can move into any hex within this area; however, creatures cannot end their turn in a hex occupied by a friendly creature. Subject to the following rules, the selected creature can move into any hex within this area.

If a creature ends its turn in a hex occupied by an enemy creature, the game will transition to arena combat. The victor of that duel will then occupy the hex.

Walking creatures must move around all other creatures and cannot cross gaps.

Flying creatures can move over creatures (except enemy Sentinels) and cannot cross gaps.

Teleporting creatures can move through all creatures, cross gaps and ignore Sentinel Barriers.

Sentinels (Centaurs, Centabras, Unicorns, and Dark Unicorns) have a special ability called the Sentinel Barrier.

An enemy creature must end its turn when it moves next to a Sentinel. This means that it will take an enemy two turns to attack a Sentinel: one turn to move next to the Sentinel, and another turn to move into the Sentinel's hex.

## CASTING SPELLS ON THE WORLD MAP

Instead of moving a creature, you can use your Overlord or Adepts to cast magic on the World Map, assuming you have enough Mana. These World Map spells have various effects on the game, such as transforming terrain, teleporting, healing, harming, or resurrecting units. Casting a spell counts as a turn.

To use a spell, select an Overlord or Adept and press the A BUTTON. Two selections are available, MOVE and CAST. Select Cast to access a list of spells. Use the directional pad or the left thumbstick to highlight a spell, and then press the A BUTTON to select it. Most spells require you to select a target hex or creature. However, you can't cast a spell on a hex that contains a Temple or Citadel. Note: The Wrath and Resurrect spells can only be cast by Overlords.



## MAGIC SPELLS

*Spell Cost Casters Description*

SUMMON 2.5 ADEPT/  
OVERLORD ELEMENTAL  
Brings forth a being of pure elemental power to attack targeted creature in arena combat. The type of elemental will depend on the realm that summons it, but all possess greater combat strength than a warrior.

WRATH 3 OVERLORD ONLY  
Only demigods and gods can cast Wrath, which allows them to deliver two health bars of damage directly to an enemy creature. If the damaged creature has two health bars or less, it will be destroyed.

BIND 2.5 ADEPT/  
OVERLORD  
This spell binds an enemy creature to the terrain it occupies for 3 rounds. Bound creatures cannot move or cast spells but can defend themselves in arena combat if attacked.

TRANSFORM 2 ADEPT/  
LAND  
This spell changes the targeted terrain to the primary advantage type of the caster, and the adjacent terrain will also change to either primary or secondary advantage type of the caster. Ethereal tiles cannot be affected by this spell.

HEAL 2.5 ADEPT/  
OVERLORD  
Cast on a wounded ally creature to fully replenish its health.

RESURRECT VARIABLE OVERLORD ONLY  
Enables the caster to revive one of their creatures, and place it in adjacent terrain. The cost to resurrect depends on the type of creature. Higher ranking creatures cost more. Only gods and demigods can cast Resurrect.

*Spell Cost Casters Description*

TRANSFER HEALTH 1 ADEPT/  
OVERLORD  
This spell is used to transfer health from one of the caster's creatures to a wounded ally. The spell will drain as much health as can be spared from the donor without killing it.

TELEPORT 2 ADEPT/  
OVERLORD  
This spell teleports one of your creatures to terrain that falls within the spell's range. The creature can be no further than five tiles away from the caster and can be teleported no farther than five tiles away from the caster. Casters can also teleport themselves. Creatures can be teleported directly into combat.



REMAIN TYPES

PLAINS

Others appear more relaxed as the  
parents begin their learning with  
the young. The preferred method  
is to extract nectar from the flowers  
and then share their findings with  
passionate young ones that frequent either camp  
or meadow. H.A. Once or twice down in the temple  
the young birds will soon make leaps from  
the perch on their father's shoulder.



## MOUNTAINS

mountainous, rocky, rugged and broken, situated along the great plateau, and most rugged and capricious in its exterior shape, seems to have been the work of the hand of man, who has, in some cases, left his mark upon it, as in the numerous terraces, the numerous walls of stone, and the numerous bridges, which connect the different parts of the plateau.



DEAD

*Dioscorea* / has a cardinal crediting some species  
with high medicinally true to their original  
native domestication. The other  
therapeutic properties are also  
of great value.



**GLACIER**

more or less a double model formed in one preceding the other, and some others that could regard the former as the great Doubleton, and the latter as the possible doublet of the second. The two models were first collected and distributed by Dr. J. H. Green, and the leading and the first were entitled "The Great Doubleton" after its supposed position on the coast of California, where it was found.



JAVA

This research is concerned with the relationship between marital quality and breast cancer, examining associations by death classification, age, gender, life events, and family history.



DESERT

The woods and young forest are also of the *dipterocarpus* all found in the limestone forest. In addition there are large and tall *dipterocarpus* trees and smaller ones. The latter are more numerous and more jagged in form but are not very tall. Some *Chionanthus* and *Cordia* have more or less flowers on the dry ground of the limestone. They soon fall away from blossoms and petals and the ground is left bare. They do not create such large crops because they are not so productive. There being other varieties growing on the limestone and crops around the hillsides will make the limestone soil more fertile.



## SEA

The terrain here is predominantly water, so try not to venture much farther than the shore, as swimming here uses the most mana of any, and it's easier to lose focus of your surroundings from the dark, lightless waters. You can't see underwater, but you can hear sounds through the sand, and there are several things here that may be useful to you. Light Shards are scattered throughout the area, and there are also some Mana Shards.



## SWAMP

The second continent, mostly made of mud, is a wetland paradise that has more land and water than the ocean. During the final portion of the Dark Cycle, almost half of the continent became a swamp. The swamp isn't full of mud, though; there are still dense trees and thick, dried hydroponic soil. This allows many different plants to grow, though you can't see them all from the air. There are also many floating orchids above the swamp, which the ocean creatures like to eat.

It's about 30 minutes away from the ocean, so you can't just teleport there. Use the Dark Cycle to move there.



## ETHEREAL

This third continent is also a desert, but it's a very different kind of desert. It's a dry, arid wasteland where the ground is mostly sand and rock, and there are no plants or animals. The terrain is mostly flat, with some small hills and mountains. There are also some small pools of water here and there, though they're not very deep. Etherial Terra is the only continent that appears to have no landmarks on the World Map.

It's about 30 minutes away from the ocean.

Teleport there with the Dark Cycle.



## WORLD MAP STRUCTURES

These are structures that appear on the map during the Dark Cycle.

### CITADEL



### TEMPLE



### GATE



### MANA WAT



## NEXUS POINT

To activate nexus points, your creatures must occupy all terrain with nexus points on them. In games with teams, only one player on a team can activate them, and only the activating player is rewarded. Rewards depend on the map.



## MAGIC AMPLIFIER

Occupying terrain with a magic amplifier allows any creature to cast the same spells.



Once a creature moves off the terrain with the magic amplifier, it can no longer cast spells.

## ARENA COMBAT

Creatures can engage in arena combat if they are pitted by an enemy creature. The view zooms in from the World Map into the arena. The two creatures are placed on opposite sides of the arena with the attacking creature on the left side of the arena and the creature on the right.

The winner of an arena battle is the creature that deals the most damage to its opponent until its health reaches zero. The creature that wins will stay in the World Map.

The combat in the arena can be triggered by the player or by a creature's attack. Attacks and strikes will rain down from the sky.

It's important to keep the following factors in mind when fighting an arena duel: the type of terrain, the creature's abilities, and the terrain of the hex in question.

higher-ranking creature will generally win the majority of arena duels.

If the health totals of both players are equal,

What can change that equation is the terrain in that

arena. If the arena has terrain that grants more damage than normal or even win the match outright. Therefore, it's important to first assess the terrain before initiating an arena duel.

Legend:

Additional Bars of Health	Creature's Remaining Health	Time Remaining (Optional)	Creature's Remaining Energy
5	100	1:00	100





# LIGHT BESTIARY

## LIGHT ORDER

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTAUR	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	BACK KICK
UNICORN	SENTINEL	1	1	2	THROW WEAPON	MAGIC BLAST	BLINK	MYSTIC HOOF STOMP
GIANTESS	WARRIOR	2	1	4	HAMMER CRASH	STUN HORN	HEAL	HAMMER SWEEP
GENIE	WARRIOR	2	1	3	MAGIC ORB	GRAB THROW	BLINK	WHIRLING BLADE
WATER ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	MAGIC BEAM	MAGIC BLAST	DIVE	IMPACT WAVE
JUGGERNAUT ADEPT	CHAMPION	3	2	5	MAGIC ORB	GRAB THROW	RAM ATTACK	FORCE SWORD
FROST DRAGON	CHAMPION	3	2	5	MAGIC ORB	BREATH	DIVE	TUNNELING TAIL ATTACK
OGRE MAGE	CHAMPION	3	2	5	MAGIC ORB	TRAP	MAGIC SHIELD	PHANTOM BLADE
DEMIGOD	OVERLORD	4	3	5	MAGIC BEAM	MAGIC BLAST	MAGIC SHIELD	ICE WALL
GOD	OVERLORD	5	3	5	MAGIC BEAM	ETHEREAL PURGE	MAGIC SHIELD	ENERGY NOVA



## LIGHT CHAOS

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTAUR	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	BACK KICK
UNICORN	SENTINEL	1	1	2	THROW WEAPON	MAGIC BLAST	BLINK	MYSTIC HOOF STOMP
GIANTESS	WARRIOR	2	1	4	HAMMER CRASH	STUN HORN	HEAL	POWER BASH
GENIE	WARRIOR	2	1	3	FIRE BALL	GRAB THROW	BLINK	WHIRLING WINDS
FIRE ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	FIRE RIFT	FIRE BLAST	DIVE	IMPACT WAVE
JUGGERNAUT ADEPT	CHAMPION	3	2	5	FIRE RIFT	GRAB THROW	RAM ATTACK	MAGIC WAVE ATTACK
BLAZE DRAGON	CHAMPION	3	2	5	FIRE RIFT	BREATH	DIVE	SCORPION STINGER
FIRE GIANT	CHAMPION	3	2	5	FIRE RIFT	FIRE BLAST	SUMMON	CANNONBALL
DEMIGOD	OVERLORD	4	3	5	FIRE RIFT	FIRE BLAST	SUMMON	POLE VAULT SMASH
GOD	OVERLORD	5	3	5	FIRE RIFT	MAGMA INFERO	SUMMON	FIRE STORM WHIRLWIND



# DARK BESTIARY

## DARK ORDER

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTABRA	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	LUNGING HEAD BUTT
DARK UNICORN	SENTINEL	1	1	2	THROW WEAPON	LIGHTNING BLAST	BLINK	ENERGY BOLT
SPIRIT ARMOR	WARRIOR	2	1	4	THROW WEAPON	SHIELD BLAST	MAGIC SHIELD	WHIRLING UPPERCUT
DUKE	WARRIOR	2	1	4	GROUND WAKE	STEAL LIFE	BLINK	WHIRLING BLADE
EARTH ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	GROUND QUAKE	EARTH BLAST	DIVE	ELEMENTAL TWISTER
NIGHTMARE ADEPT	CHAMPION	2	2	5	GROUND QUAKE	STEAL LIFE	SUMMON	ADSK ENERGY SLASH
ARCH DEMON	CHAMPION	2	2	5	GROUND QUAKE	EARTH BLAST	JUMP STUN	DUAL WING SLAM
IRON GOLEM	CHAMPION	2	2	5	GROUND QUAKE	SHIELD BLAST	GRAVITY WELL	FLYING IRON CRASH
DEMIGOD	OVERLORD	3	3	5	GROUND QUAKE	EARTH BLAST	SUMMON	STAFF SLAM SPIKES
GOD	OVERLORD	4	3	5	GROUND QUAKE	EARTH BLAST	SUMMON	EARTH WALL SUMMON



## DARK CHAOS

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTABRA	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	LUNGING HEAD BUTT
DARK UNICORN	SENTINEL	1	1	2	THROW WEAPON	LIGHTNING BLAST	BLINK	ENERGY BOLT
SPIRIT ARMOR	WARRIOR	2	1	4	THROW WEAPON	SHIELD BLAST	MAGIC SHIELD	ENERGY EXPAND BLAST
WARRIOR	WARRIOR	2	1	4	BALL LIGHTNING	TRAP	BLINK	LUCK
WIND ELEMENTAL	WARRIOR	2	1	4	ON GROUND	LIGHTNING GAZE	DIVE	ELEMENTAL TWISTER
NIGHTMARE ADEPT	CHAMPION	2	2	5	BALL LIGHTNING	GRAB THROW	BLINK	WHIRLING HOOKS
CHAOS DEMON	CHAMPION	2	2	5	BALL LIGHTNING	LIGHTNING GAZE	JUMP STUN	ENERGY BLAST
CYCLOPS	CHAMPION	2	2	5	BALL LIGHTNING	STUN SMASH	ATTACK	ROLLING CLEAW SMASH
DEMIGOD	OVERLORD	3	3	5	BALL LIGHTNING	LIGHTNING GAZE	BLINK	KISS OF LOVE
GOD	OVERLORD	4	3	5	SKY LIGHTNING ARC	POLE VAULT	BLINK	STAFF SEDUCTION BLAST



## THE ORGBLODS AND THEIR NEIGHBORS



## **LIGHT ORDER OVERLORD AENNA**



*A*mong the many  
things I have  
done in my time,  
the most interesting  
and important was  
the work I did in  
the field of education.



# **LIGHT CHAOS OVERLORD EPOTHOS**



**F**ollowers of Epothos encounter trials and tribulations, but the strength of character and ability to withstand hardship in a chaotic universe are tests that the ace as trials of devotion.

Epothos despises the battlefield cannot be ignored. Epothos has tried numerous times to destroy Durlock, whose escapades have allowed him to avoid death and the consequences.

Afterwards the two German scholars came down to the floor, the older to assess the painted figures further, the younger to talk to the author about his book.



**D**urgo is weak and ineffective. Thoughtless and calculating, he is fascinated by the power and beauty fuel Durgo's desire. She designs his clothes — but often more than that. She has started a personal library with a lead to make good without giving up her writing.



# **DARK CHAOS OVERLORD HELMIS**



**L**eaves that true gods are made divine through cruelty and psychopathic behavior. She often tells her worshipers, "A god's conduct should not be understood by mere mortals, understanding and manipulating the future would drive a mortal insane." She does everything in her power to cast her envious and twisted malice as cosmic acts simply not understood by the gods. She enjoys the torment of others.

# CREDITS

THE COLLECTIVE	LEVEL DESIGN
PROJECT	Arenas
EXECUTIVE STAFF	Mike Pirozzi
<i>Creative Director, V.P.</i>	Jim Tso
Richard Hare	<i>Strategy Maps</i>
<i>VP Development</i>	Temara Schulze
Gary Priest	<i>Technology Team</i>
<i>VP Production</i>	David Mark Bytoww
Douglas Hare	Rachid El Guerrab
<i>Technical Directors</i>	Paul Im
Nathan Hunt	Michel Messieres
Feng (William) Chen	Sergey Parilov
<i>PROJECT LEADS</i>	Vincent Scheib
Lead Designer	Stephan Sherman
James Farley	Eubank Wang
Lead Artist	Tammy Yap
Dan Mycka	<i>Tools</i>
Lead Programmers	Jean-Louis Clement
Nathan Hunt	Dustin McCartney
Mike Singleton	<i>SOUND</i>
Producer	Alain Larose
Cordy Rierson	<i>Additional Sound</i>
Lead Tools Programmer	Big Fat Kitty LLC
Jason King	Bill Black
<i>ART TEAM</i>	<i>MUSIC</i>
Animation	<i>Created and Composed by</i>
Paul Belmore	Jack Wall
Roberta Browne	<i>STORYBOARDS</i>
Michael Gates	Hong Ly
David Nilsen	Peter Lee
Paul "Grim" Lee	<i>SUPPORT STRUCTURE</i>
Santosh Oommen	<i>Production Assistant</i>
Characters	Brian Zenns
Garrison Smith	<i>Systems Administrator</i>
Effects	Daniel Salzedo
Mark Bergo	<i>Human Resources</i>
Eric Greenleaf	Kelly Krumplitsch
Environments	Karen Powers
Matt Olson	<i>Administrative</i>
Jon Tucci	Shelley Campion
<i>Cinematic Director</i>	<i>Vice President, Color</i>
Brian Horton	Financial Officer
<i>DESIGN TEAM</i>	Steve Sardagna
Character Design / Scripting	
Anthony Doe	
Ryan W. Enslow	
Noah Tool	
LUCASARTS	<i>Helmut</i>
Producer	Jennifer Hale
QA TESTERS	Jim Tso
Technology Team	<i>Lead Tester</i>
Rachid El Guerrab	Hugh "BOBO" Moore
Paul Im	<i>Assistant Lead Tester</i>
Michel Messieres	Eric Brummel
Sergey Parilov	Bradley Johnson
Vincent Scheib	Brianna Woodward
Stephan Sherman	Erik Lampi
Eubank Wang	Heath Sutherland
Tammy Yap	Henry Hall
<i>Marketing &amp; Sales</i>	Kevin Au Young
Tools	Matt Beraz
Jean-Louis Clement	Sony Green
Dustin McCartney	Chris Gross
<i>INTERNATIONAL</i>	<i>International Producers</i>
<i>TESTERS</i>	Hiromi Okamoto
Senior International Lead	Bryan Davis
Erik O'Keedy	<i>INTERNATIONAL</i>
Matt Chang	<i>TESTERS</i>
Jason Pimentel	Senior International Lead
VOICE	Alyx Huynh
Dialog	Greg Robles
Justin Lambros	Katy Walden
<i>Packaging</i>	Mike Maguire
Origin Studios, Inc.	Tim Moore
<i>Manual Writing</i>	<i>Internet Marketing</i>
Peter Lim	Jim Passalacqua
Temara Schulze	Chris Adams
<i>Manual Editors</i>	Paul Warner
Brett Rector	Nu Opapongpan
Matthew Keast	<i>Manual Designers</i>
Harrison Deutsch	Patty Hill
<i>Manual Designers</i>	Product Support Supervisor
Jennifer Sloan	Jay Geraci
<i>Voice Cast</i>	Burning Goddesses
Atma	Kellie Walker
Vanessa Marshall	Wendy Kaplan
<i>Durlock</i>	Very Special Thanks
Rafael Ferrer	George Lucas
Eponos	
Ron Yuan	

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### TECHNICAL SUPPORT FAX

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# WRAITH

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